This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) A gaming machine comprising:

a housing;

a master gaming controller mounted within the housing designed or configured i) to control one or more games played on the gaming machine, and ii) to load gaming software for execution from a memory using one or more configuration files that specify the gaming software to load wherein the one or more configuration files allow the gaming machine to be loaded with gaming software that is customized to operational requirements of a particular gaming jurisdiction and wherein the loaded gaming software includes player tracking software; and iii) to execute player tracking software for performing player tracking functions used to provide player tracking services, said player tracking functions comprising:

a) evaluating player tracking events,

b) directly controlling operating features of a plurality of physical devices, including at least a carder and a second display, in response to the player tracking events wherein the operating features of the plurality of physical devices are controlled to perform the functions of a player tracking unit in response to the player tracking events

a main display coupled to the housing used to display the one or more games controlled by the master gaming controller;

a the second display separate from the main display for displaying player tracking information wherein the second display is controlled by the master gaming controller;

a the card reader for reading information from a player tracking card wherein the card reader is controlled by the master gaming controller;

one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the games played on the gaming machine;

one or more output devices coupled to the housing for dispensing the indicia of credit;

a communication interface coupled to the housing for communicating at least the player tracking information between the master gaming controller and a player tracking server

the memory storing the player tracking software wherein the player tracking software allows the master gaming controller to evaluate events received from the second display, card reader and player tracking server and to determiner whether the events are as player tracking

events and, in response to the events determined to be player tracking events, perform player tracking functions used to provide player tracking services on the gaming machine.

2. (Cancelled)

3. (Previously Presented) The gaming machine of claim 1, for inputting the player tracking information wherein the input devices are ~~is~~ selected from the group consisting of a card reader, a key pad, a touch screen, a microphone, a wire-less communication interface, or a bar code reader.

4. (Previously Presented) The gaming machine of claim 1, further comprising a sound projection device for outputting the player tracking information.

5. (Previously Presented) The gaming machine of claim 1, wherein the second display is a monitor, a LCD, or a fluorescent display.

6. (Previously Presented) The gaming machine of claim 1, wherein the game is a mechanical slot game, a video slot game, a keno game or a video poker game.

7. (Original) The gaming machine of claim 1, wherein the communication interface is connected to a network.

8. (Original) The gaming machine of claim 7, wherein the network is a casino area network, wide area progressive network, bonus game network or a cashless system network.

9. (Previously Presented) The gaming machine of claim 1, wherein the memory further stores software for one or more device drivers that allow the master gaming controller to operate physical devices including the card reader and the second display coupled to the gaming machine.

10. (Original) The gaming machine of claim 9, wherein the device driver uses a communication protocol including Netplex, USB, Ethernet, Firewire, direct memory map, PCI, serial and parallel.

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11.   (Previously Presented) The gaming machine of claim 1, wherein the memory further stores software for one or more device interfaces that allow the master gaming controller to detect the events from physical devices coupled to the gaming machine.

12.   (Previously Presented) The gaming machine of claim 11, wherein the device interface is for a card reader, a monitor, a display, or key pad.

13.   (Original) The gaming machine of claim 1, wherein the communication interface is connected to at least two different networks using the same communication connection.

14.   (Original) The gaming machine of claim 13, wherein the communication connection is Ethernet.

15.   (Cancelled).

16.   (Previously Presented) The gaming machine of claim 1, wherein the master gaming controller includes a second memory storing software for receiving the player tracking events from the player tracking server.

17.   (Original) The gaming machine of claim 1, wherein the player tracking information is at least one of a player name, a time, a date, an amount wagered, a location, and a type of game.

18.   (Previously Presented) The gaming machine of claim 1, wherein the memory further stores software that allows the master gaming controller to select a communication protocol and use a communication protocol wherein the selected communication protocol allows the master gaming controller to communicate with the player tracking server.

19.   (Previously Presented) The gamine machine of claim 18, wherein the communication protocol is selected from the group consisting of a manufacturer player tracking communication protocol and TCP/IP communication protocol.

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20. (Previously Presented) The gaming machine of claim 1, wherein the gaming machine is operable to receive the player tracking information from one or more of a magnetic-striped card, a smart card, a personal digital assistant, a finger print reader, a wire-less device, a sound device and a bar-coded ticket.

21. (Previously Presented) The gaming machine of claim 1, wherein the memory further includes software that allows the master gaming controller to detect power- failures.

22. (Previously Presented) The gaming machine of claim 1, further comprising:
a non-volatile memory for storing player tracking events.

23. (Original) The gaming machine of claim 1, wherein the communication interface includes a wire-less communication interface.

24. (Currently Amended) A method for providing player tracking services on a gaming machine providing wagering on a game of chance, the method comprising:

reading one or more configuration files that specify the gaming software to load wherein the one or more configuration files allow the gaming machine to be loaded with gaming software that is customized to operational requirements of a particular gaming jurisdiction wherein the gaming software includes player tracking software;

loading the gaming software specified by the one or more configuration files into a memory utilized by the master gaming controller on the gaming machine for executing the gaming software;

loading the player tracking software into the memory utilized by the master gaming controller on the gaming machine for executing the gaming software;

loading device drivers a device driver for a card reader and a device driver for a player tracking display wherein the master gaming controller is operable to control the card reader and the player tracking display using the device drivers to provide player tracking services;

executing the player tracking software in the memory wherein the player tracking software executed by the master gaming controller is for allowing a plurality of physical devices including the card reader and the player tracking display to perform the functions of a player

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tracking unit in response to player tracking events wherein one of the player tracking events is a card-in event ~~from~~ detected at the card reader;

receiving an event from one of the plurality of physical devices or a player tracking server;

determining the event is a first player tracking event;

evaluating the first player tracking event using the player tracking software;

providing under control of the master gaming controller the player tracking services ~~using the plurality of physical devices~~ including ~~detecting the card-in-event and~~ displaying player tracking information to the player tracking display;

receiving a wager on the game of chance; and

displaying under control of the master gaming controller an outcome for the game of chance on a main display separate from the player tracking display.

25. (Original) The method of claim 24, wherein the player tracking software includes player tracking device interfaces, player tracking device drivers, player tracking event evaluators, and player tracking communication protocol translators.

26. (Original) The method of claim 25, wherein the player tracking device driver is for a card reader, a monitor, a key pad, or a display.

27. (Original) The method of claim 25, wherein the player tracking device drivers utilize a communication protocol selected from the group including Netplex, USE, Ethernet, Firewire, PCI, direct memory map, Serial and Parallel.

28. (Original) The method of claim 25, wherein the player tracking device interfaces are selected from the group consisting of card readers, key pads and displays.

29. (Original) The method of claim 25, wherein when a first player tracking device driver is replaced with a second player tracking device driver different from said first player tracking device driver, the player tracking device interface corresponding to said first player tracking device driver and said second player tracking device driver is not changed.

30.   (Previously Presented) The method of claim 24, further comprising translating the player tracking information to a communication protocol used by one of the remote gaming devices.

31.   (Original) The method of claim 30, wherein the communication protocol is selected from the group consisting of a manufacturer player tracking protocol and TCP/IP.

32.   (Currently Amended) The method of claim 24, further comprising:
sending player tracking information to a player tracking server.

33.   (Previously Presented) The method of claim 32, wherein the player tracking information is at least one of a player name, a time, a date, an amount wagered, a location, and a type of game.

34.   (Currently Amended) The method of claim 24, further comprising outputting player tracking information to a sound projection device.

35.   (Currently Amended) The method of claim 24, wherein the display device is a monitor, a fluorescent screen or an LCD.

36.   (Previously Presented) The method of claim 24, further comprising storing the first player tracking event to a non-volatile memory.

37.   (Previously Presented) The method of claim 24, further comprising tracking game usage by individual players using the gaming machine.

38.   (Previously Presented) The method of claim 24, further comprising:
receiving player tracking information from the plurality of physical devices wherein the plurality of physical devices are selected from the group consisting of is a card reader, a touch screen, a key pad, panel buttons, a display and a bar-code reader.

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39.   (Previously Presented) The method of claim 24, further comprising communication with the player tracking server via a communication interface coupled to the gaming machine wherein the communication interface is connected to a network.

40.   (Original) The method of claim 39, wherein the network is a casino area network, wide area progressive network, bonus game network, or a cashless system network.

41.   (Original) The method of claim 24, wherein the gaming machine is a slot machine, a video slot machine, a keno game, or a video poker game

42.-53 (Cancelled).

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